


Hoosier Archives is a Diplomacy games publication by Walter Buchanan, R.R. #3, Lebanon, Indiana 46052, telephone (317) 482-2884. Archives Director, Postal Diplomacy Congress, and V-R/Drama, International Diplomacy Association. It is devoted to articles on good play, rating systems, demonstration games such as the Multiple Winners Invitational (1972CR) now concluded, and game news. Information from my Diplomacy archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least some form, missing undamaged originals are solicited, either for purchase or a loan to permit reworking (see the last archives listing in Hoosier Archives). Many original spaces are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is \$0/\$2.00 or \$6/\$5.00; back issues are 25¢ apiece (10% discount for all available). Ask for #101 to get a list of all available.



MULTIPLE WINNERS INVITATIONAL (1972CR)

(Average Above Trophy Game)

Late Fall 1902

The supply center chart below represents the skeleton record of what I consider the best played game in the history of postal Diplomacy. Not only was Brenton Var Floog's victory the most brilliant on record, but the quality of his opposition was of the highest sort, too. Diplomacy was the key to this game and almost everyone made massive use of letters and the phone. Brenton's victory was testimonial to the fact that he made the best use of both of these mediums in both quality and quantity.

What follows are very good commentaries on the game by Doug Beyerlein, Brenton's chief ally, and Edi Biran, his chief opponent. Together they give a very good summary of the game. I had hoped to get a write-up from Brenton, but the press of law school finals prevents that at this time. However, Brenton has been good enough to supply me with his comments and quite a mass of game correspondence, so I hope to do a write-up in the near future. Unfortunately, I, too, have law school finals staring me in the face and there is also the bar to take this summer. Great! Doug and Edi also supplied me with a lot of correspondence and periodic commentaries, so I have plenty of information on the game—2 file folders full in fact!

I will say now, however, that the key to Brenton's victory was masterfully executed state on each of the other players in the game at just the precise moment. He made a comeback from the final year when the majority of his neighbors were against him to, at one time or another, having everyone on the board as his ally until the moment of truth. In fact, I believe the key to the whole game occurred in 1905. At this point, he could have stabbed Doug for a huge lead but with the possibility of uniting the rest of the board against him. Instead, he let Doug gain near equality and in so doing gained Doug's game-long trust. This then gave him effective control of the great majority of the pieces on the board and made the final coup as easy. Now to the written record:

	00	01	02	03	04	05	06	07
AUSTRIA (Hal Nau)	3	6	4	2	1	1	1	1
ENGLAND (John McCallum)	3	5	3	2	1	1	1	1
FRANCE (Edi Biran)	3	5	6	7	7	5	3	2
GERMANY (Eugene Frennits)	3	5	5	5	6	7	6	5
ITALY (Doug Beyerlein)	3	4	5	6	7	10	11	9
RUSSIA (Brenton Var Floog)	4	5	7	9	11	11	14	18
TURKEY (Len Iakofka)	3	4	4	5	2	1	1	1

SO OUT WITH THE OLD AND IN WITH THE NEW: The new game should start next issue. Par-
ring something unforeseen, the starting lineup will consist of Edi Biran, Randy Hytwark,
Allan B. Calhauer, Len Iakofka, Mike Rogerson, Peter Rosamilia, and Arnold Vagts. So to
see the start of an analyzed game with the best lineup yet, tune in next issue.

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WHY I LOST 1972CR
by Douglas Beyerlein

Actually, the reasons for my loss to Brenton Ver Ploeg are quite simple. The most obvious one was that I left my supply centers within reach of an ally when he decided to go for the win instead of the agreed upon two way tie. I think that everyone saw that, but I believe that no one knows the background of why I blew it so badly. Hopefully, I and others can learn from my mistake.

This game started off in an odd fashion. I first learned of the country assignments from Ver Ploeg. He called the morning of the day the announcement of the game arrived--before my mail arrived. From him I learned that I was playing Italy and he Russia. Brenton suggested a Russo-Italian alliance where we would wipe out Austria and Turkey and then turn on the west. I agreed to the alliance.

At this point, I wish to digress. As I told Walt at the start of the game, there are two countries that I really don't know how to play to a win. And unfortunately, Italy is one of them. Because of this I did not know whether to go east or west at the start of the game. This led to a rather wild up and down Spring 1901 episode that I will let Walt try to explain.

Anyway, as time went on Ver Ploeg and I first took out Austria and then Turkey. We worked in total cooperation and when Brenton offered the idea of the two-way draw to me, it seemed the best way to conclude this game in a friendly and trusting manner. This was then the basis for our alliance.

I play the game of Diplomacy mostly by feel or intuition. However, in a game of this caliber I studied Ver Ploeg's past style of play very carefully--or so I thought. Commentary from the game Ver Ploeg won in Diplophobia gave me the belief that Brenton would honor to the end the first alliance he made in this game. I felt that our alliance had to be the first that Ver Ploeg made and therefore it was a fairly safe alliance. There were other small indications as time went on that reinforced my idea that our alliance would last.

Then as we started to attack the western powers, some cracks in our alliance structure began to appear. Ver Ploeg was making far better progress in the west than I was. By the end of 1906 he had conquered all of England and was three up on me and within reach of the win. At the same time, Brenton continued to talk about the defensive line that we should set up to guard our common frontier. I was more worried about getting my troops into France and Germany and therefore did not particularly want to devote units needed elsewhere to guard my Balkan possessions. Ver Ploeg had an abundance of units and although he never had anything to worry about from me, I did not oppose his apparent need of security. And then from 1906 to the end, I heard constant and repeated warnings from both Birsan and Prosnitz about Ver Ploeg stabbing me and, of course, I tried to ignore them.

To balance out these thoughts was Brenton's powerful personality which he exercised through his regular phone calls. Also, the Birsan-Prosnitz squabble (an apparent result of 1971BC) led me to believe that a common front against Ver Ploeg would be impossible. Thirdly, ever since I heard that Prosnitz was willing to play second to Ver Ploeg (this was in the earlier stages of the game) and then Gene's rather strange Spring 1906 orders in the face of the Russian attack gave me the impression that Prosnitz might be less than a full ally against Ver Ploeg--if it was to come to that.

As the Fall 1907 deadline drew near, I felt that this was the crucial season. Either Brenton would continue with our alliance to the end or he would stab me for the win. Just before the deadline I looked at the options available. Prosnitz and I could stop Ver Ploeg's win in 1907, BUT in the end Brenton could take the Balkans and win the game no matter what Gene and I did to oppose him. Weighing this fact against all others, I decided to trust Ver Ploeg to the end--one way or the other. And that is what happened.

My mistakes should be obvious to all. I let Ver Ploeg get too far ahead of me in supply centers and units. I did not sufficiently guard my common border with Russia. I tried to use diplomacy alone where only tactics would have guaranteed my safety. And I forgot that the goal for Ver Ploeg was a win and not a tie. That was my biggest error of all.

All through this I have probably made Ver Ploeg look like the bad guy. This is not

true. After playing in this game, I am convinced that Brenton Ver Ploeg is the best postal Diplomacy player--bar none. Through each stage of the game he manipulated each player and step by step he moved closer to victory. Then, with total and final victory within reach, he did exactly what he had to do to claim it all. As Walt said, Brenton's win has to be the most impressive one in the whole history of postal Diplomacy. I totally agree.

Before I end my discussion of this game, there is one more thing that needs to be said. I finished in second place. To some people, this means that I was the second best player in the game and should be rewarded accordingly. I disagree. I lost, as did five other people. And in the end, it was completely my fault that Ver Ploeg won. To reward me more than the other losers is totally insane. If anything, it should be just the opposite. I played stupidly. It is because of examples like this that I feel that there is no justification to the "strong second" philosophy of play. It just doesn't make sense.

That ends my commentary of 1972R. I wish to congratulate Brenton Ver Ploeg on his excellent win and apologize to those players and the other players for my poor play.

THE ACE IN THE HOLE by Edi Birnau

With the close of the Average game, the readers of Hoozier Archives can once again look upon the demonstration game of the year and sum up their lessons. Besides the contrasts in press releases which saw the creation of a colonial press war at the hands of Ver Ploeg and Lakota, while France continued to produce a serious hard-line story of the work and domination of Edmund Birnau and the Sea Lord, the readers will once again recognize a game won through the domination of diplomacy over strategy and strategy over tactics.

Tactically, it would be hard to point out an error in the play of the French pieces. At one point in the game, all of the other players were allied against the French in a massive assault that saw the 7 French units being hit from all sides by 27 enemy pieces. Against such overwhelming force you can win time but not wars.

Strategically there were 3 critical points in the game from the French standpoint. These 3 points acted to separate the early game from the middle game to the end game periods. The early game period saw a stand off in the northwest when the Russians came to the aid of the Germans and thus the strategic position became one of 2 powers on 2. France and Germany were tactically locked into combat so that neither side could effectively withdraw and hope to pick up the other as an ally. England could not effectively stab the French without being crushed by the Russians in the north and the Germans in France. This meant that the strategic situation had to be broken in one way only. Unless outside powers (such as Italy) were called upon to tip the balance. This was for an agreement between Russia and France to simultaneously attack their allies, or to do it in a one-two punch. This agreement was made between France and Russia and we took out the English in the most effective manner: an Army conveyed into London. The Russians promptly stabbed the French by not breaking their alliance with the Germans.

This set the tone for the middle game period and gave France the opportunity to play Texans at the Alamo. The middle game period also saw the destruction of Austria and the dwindling of all English hopes for survival.

The end game period came very rapidly, probably starting about 1904 when Italy and Russia allied and put multiple stab wounds into Turkey, and for France the single most critical move of the game: Italian Army Venice to Piedmont. The alliance system would maintain itself as being dominated by two factors: (1) the French war of survival against Russia-Italy-Germany-England and (2) the alliance of Russia and Italy.

The game became a foregone conclusion when the Italians conveyed an army from Constantinople to Spain. This single move forced Beyerlein to maintain his alliance with Ver Ploeg as he no longer had the actual force with which to invade Russia or prevent a Russian stab. The reasoning behind the Italian choice to make an alliance of the two countries one of undefended Italian borders is probably one of the greatest strategic blunders in the game and no doubt can be attributed to the domination of diplomacy over

strategy in practice (though not in theory).

Diplomatically, the game was given some stability by the 7-year war between Prosnitz and Birsean who started to fight immediately in typical fashion for fellow New Yorkers. Ver Ploeg's domination of the telephone was matched in only one sector: the calls made by McCallum to Birsean which over the four weeks before the French stab must have averaged one call every third day. In terms of over-all communication with ALL seven players, it might be noted that England and Austria, the first countries to be eliminated from contention, were also the weakest in communication to all the players.

The ability of Ver Ploeg to maintain Keyerlain as an ally even when this meant that Doug would be entirely dependent upon Russian trustworthiness is a tribute to Brenton's diplomacy.

In terms of stabs, it is interesting to note that in both the Grudge game and the Aces game, the winner was the player who had stabbed every single player on the board at least once. This might be an indication that the "Holy Alliance" structures which often dominate novice and mid-western games stand little chance of surviving the knife on the top board. ((There did not exist a "Holy Alliance" in the Aces game!!))

Ver Ploeg's use of diplomacy was his Ace in the Hole.

ARCHIVES PUBLISHERS SURVEY

Since last printed in Hoozier Archives #98, this chronological list of when currently active Diplomacy editors started publishing is very much out of date. This is due to many new zine starts, address changes and the high attrition rate of Diplomacy publishers in general. I have listed all publishers in order from the time they started publishing and footnoted the ones that have had publishing breaks of over 3 months.

1962

1. Sep 11¹ Conrad von Metzke, PO Box 8342, San Diego, Calif. 92102

1963

2. May 12 John Boardman, 234 East 19th St., Brooklyn, N.Y. 11226

1965

3. Nov Don Miller, 12315 Judson Road, Wheaton, Md. 20906

1966

4. Feb 22² Charles Reinsel, Box 33, Leeper, Pa. 16233
5. Mar 1³ Bob Ward, 8665 Flaming Road, #176, Sacramento, Calif. 95828
6. Jul 15 Hal Naus, 1011 Barrett Avenue, Chula Vista, Calif. 92011

1967

7. May 1 Larry Peery, Box 8416, San Diego, Calif. 92102
8. Nov 29 Eric Just, 1507 Lawton Avenue, Apt. C, Lawton, Okla. 73501

1968

9. Feb 2 Buddy Tretick, Box 34046, Bethesda, Md. 20034
10. Aug Bob Johnson, PO Box 134, Whippany, N.J. 07981

1969

11. May 18 Len Lakofka, 644 W. Briar Place, Chicago, Ill. 60657
12. Jul 2 Don Turnbull, Flat 13, Gilmerton Court, Trumpington Rd., Cambridge CB2 2HQ England
13. Nov⁴ Richard Holcombe, 45 Kimberlin Hts. Drive, Oakland, Calif. 94619
14. Dec Christopher Schleicher, 5122 W. Carmen, Chicago, Ill. 60630

1970

15. Jan 29 Andrew Phillips, 128 Oliver Street, Daly City, Calif. 94014
16. Aug 27 Peter Ansoff, Box 5798, Sta. B, Vanderbilt U., Nashville, Tenn. 37235

17. Nov Greg Warden, Apt. 2, 911 S. Furrugut St., Philadelphia, Pa. 19143
18. Jan 23 Walter Buchanan, R. 3, Island, Indiana 46052
19. Feb Michel Boman, Grand Marais, P.O. Box 100, Belgium
20. Apr 20 Lewis Puleipher, 329 Twin Towers, Albion, Mich. 49224
21. Apr Ray Bowers, 625 Evans, Kirkwood, Mo. 63122
22. May 29 Hartley Patterson, 1000 Cambridge Rd., Doncaster, Bucks, U.K.
23. Jul 21 Tony Pandini, 1000 S. State, Elmhurst, Ill. 60120
24. Sep 17 Tom Leahy, 1000 S. State, Elmhurst, Ill. 60120
25. Sep 22 Steve Chaper, 1000 S. State, Elmhurst, Ill. 60120
26. Sep Michael Lammard, 1000 S. State, Elmhurst, Ill. 60120
27. Oct 4 Bernie Ackerman, 1000 S. State, Elmhurst, Ill. 60120
28. Oct 22 Herb Barrow, 1000 S. State, Elmhurst, Ill. 60120
29. Nov 20 Stan Winkler, 1000 S. State, Elmhurst, Ill. 60120
31. Dec James Massar, 127 N. Emons Street, Danmore, N.Y. 12929
32. Jan 1 Burt Laballe, Forest Park #23, 154 West Street, Biddeford, Me. 04005
33. Jan 4 Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada
34. Jan 8 Karl Pettis, McDonald Hall, Mich. State U., E. Lansing, Mich. 48823
35. Jan 31 John Piggott, Jesus College, Cambridge, Cambridgeshire, U.K.
36. Jan 31 Paul Wood, 24613 Harmon Court, St. Clair Shores, Mich. 48080
37. Jan Colin Hemming, 20 Hilltop Court, Wilmslow Rd., Manchester M14 6LH, U.K.
38. Jan Fred Winter, PO Box 804, Madison, Wis. 53701
39. Feb 7 Edi Birean, RD 5, Box 6, Bridge St., Hopewell Jct., N.Y. 12533
40. Feb 17 Joseph Antosik, 3632 Linden Ave., Brookfield, Ill. 60513
41. Mar 11 John Bayar, 112 Garland Ave., Garland, Tex. 75041
42. Mar Fred Davis, 5107 Gurnage Court, Baltimore, Md. 21229
43. Apr 19 Paul Bond, 221 E. Ridgewood Drive, Garland, Tex. 75041
44. May 15 A.T.S. Hyde, 1/30 New Beach Rd., Davling St., N.S.W. Australia 2027
45. May James Ritchie, Box 878, Millinery, Manitoba, Canada R0M 1G0
46. Jun 14 Graham Jeffery, 8 Rutland Rd., London SW15 3PZ, U.K.
47. Jul 15 Rob Nielsen, 17 Turner Street, Queens, N.Y. 11378
48. Aug 11 Richard Walkendine, Choriton, 15 Grouse Oak Lane, Adlestons, Surrey, UK
49. Aug 28 Stephen Bell, PO Box 1787, Davidson, N.C. 28036
50. Sep 1000 S. State, Elmhurst, Ill. 60120
51. Sep John Lawrey, PO Box 86, Salome, Ariz. 85348
52. Sep John Loader, Box 1606, Haysville, Ontario, Canada
53. Sep Tim Tilson, 200 N. 9th Ave., Sault Ste. Marie, Mich. 49783
54. Sep 25 David Staples, R.R. 1, Box 120, Fargo, N.D. 58102
55. Oct 14 Ohio Hilliker, 3112 Stonyhurst, Bloomington, Ind. 47401
56. Oct Michael Bartrikowski, 943 Stewart, Lincoln Park, Mich. 48146
57. Nov 1 Dean Schwane, R.R. 1, Ludington, Mich. 49631
58. Nov 4 Mick Bullock, 14 Nunsmere Ave., Halifax, Yorkshire HK3 5B2 England
59. Nov 17 Richard Hull, 4020 Olympic, Apt. 2, Oxnard, Calif. 93030
60. Dec 9 Brian Iare, 19 Deane Hill, St. Andrews, Fife, Scotland
61. Dec James Kodrak, 4012 Ohio St., San Diego, Calif. 92104
62. Dec Enrico Manfredi, Via Scopia di Barbaricina, 20, I-56100, Pisa, Italy
63. Dec Richard Sharp, 27 Elm Close, Atherham, Bucks, England
65. Jan 1 Don Horton, 16 Jordan Court, Sacramento, Calif. 95826
66. Jan 12 J. H. Fleming, 45 Finchem Ave., New York, N.Y. 10033
67. Jan 26 Mick Sheare, 52 Garden Way, Northoliff 4, Johannesburg, Rep. of S. Africa
68. Feb 9 Bill Thomas, 18634 Brichcrest, Detroit, Mich. 48221

- 69. Feb John Biehl, 4002 W. 32nd, Vancouver 8, B.C., Canada
- 70. Feb Duane Lanstrom, 1263 Pappani Dr., Gilroy, Calif. 95020
- 71. Feb 14 John Murphy, 7121 Tyrone Ave., Van Nuys, Calif. 91405
- 72. (?) Will Haven, 30 Plumington Rd., Preston, Lancs., U.K.
- 73. (?) Jim Rensen, 864 Ingersoll Court, Clarkson, Mississauga, Ont. Canada L5J 2S1

MISC.

- 74. Doug Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98136
- 75. SDC (Conflict), Box 19096, San Diego, Calif. 92119
- 76. David Dix, 110 Minden Ave., Oak Hill, W. Va. 25901
- 77. David Fujihara, 1225 Peterson Lane, Honolulu, Ha. 96817
- 78. Graeme Levin, MDC, 19 Broadlands Rd., PO Box 4, London N6 4NF, UK
- 79. Don Lowry, PO Box C, Belfast, Nr. 04915
- 80. Roy Matheson, Box 191, Rt. 1, Strasburg, Colo. 80136
- 81. Dick Vedder, 1450 N. Cherry Ave., Tucson, Ariz. 85719

11 Feb 68 - 17 Feb 68 - present

22 Feb 68 - 2 Jan 70, 27 Sep 72 - present

31 Mar 66 - 20 Oct 69, 1 Sep 71 - present

4 Nov 69 - Apr 70, Sep 72 - present

INTO THE ARCHIVES NO. 62

It is always good to get ideas and viewpoints from the newsmakers in our hobby. This issue we are pleased to present a unique article on a little-talked-about province.

THE INFLUENCE OF SWITZERLAND
by Don Kellogg

In the game of Diplomacy, the country of Switzerland is labeled "impassable," that is, a foreign army may not enter or occupy its territorial space. This upholds the neutrality that Switzerland has maintained through history. The result would be the same as if one ignited his butane cigarette lighter and promptly burned a hole in the middle of the board. This hole in the center of Europe changes the policies of the four countries which border on it: Italy, Austria-Hungary, France and Germany.

Italy is probably the most influenced by the position of Switzerland for not only is Italy surrounded by four seas, but because of Switzerland in the north, the Italian armies can move east or west but not straight north. This makes Italy a veritable island, much like England, but she only starts with one fleet and not two. Italy's main concern seems to be the Austrian fleet at Trieste, which is within easy striking distance. France is not to be forgotten, but with Piedmont as a buffer, Italy will hardly be surprised.

Though only the smallest part of Austria-Hungary's western border is on the Swiss border, the neutrality of Switzerland alters the view that Austria must take. While Austria's initial thrust is southward to pick up the supply centers of Greece and Serbia, she can never fully take her eyes off the Italian army at Venice. By moving the IA Ven-Tyr and IA Rom-Ven, the Italians can place enough leverage against Trieste that a block by the Austrian army at Vienna would not be enough to keep the Italians out. This places almost an essential agreement for Austria with Germany to help block Italian movements into Tyrolia or at least keep the Germans from supporting the Italians.

For the French, Switzerland might easily be called a blessing. In the first year or two, France can take the comfort of moving her army at Marseilles to Spain and not have to worry about an Italian land invasion. Thus, Switzerland acts as a block or a "fourth army" for France. Unless France totally ignores Marseilles and moves all of his armies northward, Italy can not capture Marseilles by land attack only, mainly as a result of a lack in tactical advantage. Therefore, Italy must build fleets to lend support to land attacks. However, this can also be blocked as in the following example: IA Pie-Mar, IF Lye S IA Pie-Mar, and IF Wes-Spa. However, say that FA Spa S FA Mar, FA Mar holds, and FF Mid-Wes. The Italian fleet in the Western Mediterranean had tried to cut the support of the French army in Spain; however, by FF Mid-Wes, the IF Wes must

turn to fight the French fleet, and the odds remain 2:2 with a stalemate resulting. This can be very frustrating to the Italians for this strategy can go on for several years. The Italians then must realize the necessity for an Italian-German alliance to halt the deadlock.

The main significance for Germany is that because Italy must spread in two directions, the German player can easily form an Italian-German alliance in either direction. Against the French, the Italians could easily need an alliance to break the stalemate, and against the Austrians the support of a German army in Munich for IX Von-Tyr might be needed, and the Italians would be happy with even a neutral Germany. Germany might need to break a stalemate against the French herself. For example, GA Pic-Par and CA Bur S GA Pic-Par. By placing FA Pic-Par and FA Gas-Par, this can effectively block German advancement without the addition of a German fleet in the English Channel, which would surely make England uneasy. If no other country comes to Germany's and Italy's aid, it could conceivably be a long time before the French defense would break. If Switzerland were nonexistent, a German or Italian army could move in and add the extra support to break the French naval's back.

Switzerland is a boulder in a flowing stream forcing the waters to part in two directions, and for the French, it is a "fourth army" which can be utilized in preventing the flow of foreign invasion.

ARCHIVES PUBLISHERS POLL NO. 6

TOP BOARD:			SECOND BOARD:		
	S	N		S	N
1. Brenton Ver Ploeg (2)	117	7	5. Mike Rocamora	41	5
2. Edl Birsan (3)	109	8	9. Andy Phillips	38	6
3. Doug Beyerlein (1)	102	7	9. Hal Naus	38	4
4. Tom Eller	70	8	9. Conrad von Metake	38	4
5. Len Lakofka (1)	68	7	12. Arnold Vagts	36	6
6. Walt Buchanan	66	8	12. Randy Bytewick	36	4
7. Eugene Prosnitz	47	6	12. John Saythe	36	4

Players with 30 points or over: Konig, Pulsipher (1). A total of 10 ballots were cast, or about 20% of those eligible. Those casting ballots were: Barents, Beyerlein, Birsan, Buchanan, Hilliker, Lakofka, Power, Reinsel, Weber, and Winter.

A few comments about this poll compared to the last one. First, the turnout was rather disappointing, the lowest that it has been in quite some time. It may well be, however, that quarterly is too frequent to conduct this poll, and as in the future, it will be conducted biannually.

As to the results, Brenton Ver Ploeg finally edged out Edl Birsan for the top spot, no doubt due to his brilliant performance in the Average Aces Game. Len Lakofka has moved up to the top board and this may be due to his recent 2 wins, now giving him a total of 4. Mike Rocamora, a newcomer, has moved up to the top board, also on the basis of 4 wins in probably the fastest time in the history of the hobby. On the second board, there is some minor shuffling except that Arn Vagts, another rising star, has moved up there for the first time. This pretty well bears out that the polls are the fastest barometer for a newcomer's performance.

NEWS OF THE REALM

1. NOTE FROM ROD WALKER. "There is a rumor circulating that I have begun to publish another postal Diplomacy 'zine. That is not true: I am not the publisher of LUXOR nor of any other 'zine. My address remains, as it has always been, 4719 Felton St., in San Diego. Any attempt to contact me via the LUXOR box number in La Mesa will cause possibly long delays in my receiving your letter and will risk having it lost altogether. I earnestly request that I not be contacted with respect to LUXOR and that all those interested should write to 'Aunt Cleo'."

2. **COSTAGUANA.** Conrad von Metake (PO Box 8342, San Diego, Calif. 92102) puts out one of the funniest gamesines around, and considering its length, Costa is a steal at 6/\$1.00. I urge you to subscribe. And don't miss the new feature, "Charlie's Comments" or "Moisted on your own petard!"

3. **SUPER-SPEED GAME.** Rich Hull (4720 Cloyne, Apt. 2, Oxnard, Calif. 93030) has openings for a game with 2-week deadlines and prophetic winter builds. 13 game years can thus be completed in a single year. Game fee is a refundable \$2 deposit plus a sub to the gamesine (7/\$1 air or 10/\$1 surface). For those of you that like fast-moving games, this is not a chance to miss.

4. **NEW BLOOD LIST.** Conrad von Metake has been sending me letters of inquiry about Diplomacy that were sent to Red Walker during the time he was dropping out of the hobby. These are mostly people who discovered the hobby from other than the GRI flyer and I've compiled a list that is well over 100 names long. Any publisher that wants an untapped market for subs, games, etc., just send me a SSAE and I'll be glad to send you a copy of this list.

5. **ALBION.** Roy Matheson (Box 191, St. 1, Stoughton, Mass. 00136) has just started a new gamesine. The price is 6/\$1.00 (air or 10/\$1.00 surface). I think the magazine has great potential and the price is right. The Diplomacy Editor is James Massar and Diplomacy will be a regular feature.

6. **PUBLISHERS GRAND TOURNAMENT.** Don Horton (16 Jordan Court, Sacramento, Calif. 94826) needs one more publisher to run this tournament. Each publisher will run a game and then the winner of each game will play for the grand championship. So urge the publisher of your choice to enter and sign up.

7. **EUROPEAN DIPLOMACY BOOM.** The editor of Mad Policy, Richard Walkerdine, has compiled some interesting statistics on postal game starts in Europe since it all began with Don Turnbull's Albion in 1969. The record looks like this so far:

1969	1970	1971	1972	1973
2	5	7	43	11

It is interesting to note that per capita-wise, Britain is nearly on a par with the US and is growing even faster. The Limies are coming!

8. **CONFLICT.** For you wargamers out there, SDS (PO Box 19096, San Diego, Calif. 92119) has just put out the 4th issue of this magazine. The magazine is quite impressive and appears to now be back on a regular schedule. The editors also promise regular Diplomacy columns in the future. Subs are 6/\$8.50.

9. **ARENA.** Edi Birsan (RD 5, Box 6, Bridge St., Hopewell Jet., N.Y. 12533) has this gamesine available at 6/\$1. Actually it is really a gamesine as the last issue had 10 pages of interesting material in addition to the games. As an added bonus, the cover had an excellent Diplomacy article on it done off-set in justified type! Deals like that are hard to turn down.

10. **THE ORPHAN.** J.H. Fleming (or is it Mary Ann Wright?!) (45 Pinehurst Ave., New York, N.Y. 10033) just has to have the greatest new Diplomacy zine on the market today. The artwork is unsurpassed (you like Playboy, don't you? ((No, CA))) and the humor is a riot. Although the zine has been free up to now, so many people are clamoring for it that Mr. (Ms?) Fleming may have to charge you for it in the future.

11. **YGGDRASILL CHRONICLE.** Paul Wood (24613 Harmon Ct., St. Clair Shores, Mich. 48090) has a game opening for a \$2.00 game fee plus a sub of 14/\$2. The winner then gets to play in the Publishers Grand Tournament. Incidentally, Paul's new mizeo turns out quite an impressive zine.

12. **IPOMOEA.** John Lawrey (Box 86, Salome, Ariz. 85348) has one game left to fill with 3 slots still open at \$3.58 apiece. I've heard nice words about John's promptly-run games so this is quite a bargain. Also, for you variant fans, John has started a new zine called the Olympian with subs of 8/\$1.50.

13. **DIPPY.** Jim Benes (16 W. 450 Honeysuckle, #112, Hinsdale, Ill. 60521) still has openings in his 2nd game for only a \$2 game fee plus a sub of 8/\$1. The first game has been moving along at a very reliable pace.

14. **CARPETLACGER PLAYERS.** The next time any of you send your moves in to Steve Bell, would you urge him to send me his zine for the archives? I haven't seen it in nearly 6 months, have since given up trying to trade and send him a sub with still no results.